

## Meeting Agenda

Location: 6207

Date: 2/5 2012

Time: 17:00 - 17:50

Facilitator: Linus Karlsson

Participants: Andreas Karlberg, Linus Karlsson, Magnus Huttu, Jonathan Kara

### 1. Objectives (5 min)

How challenging the different levels should be, and how they should differ.

The difference between the 2 themes. Look? Music?

What types of sound effects to put into the game?

How can the code be re-factored?

### 2. Resolve any issues preventing the team to continue (this should be possible to verify at next meeting, short clear description, use issues from project site).

Linus' computer was broken, but it's almost fixed and the hard drive is repaired. The music can then be placed in the game.

### 3. Reports (15 min)

Andreas has had his second meeting with Joachim and is making progress with the high score classes. Linus has started working on the intro sequence and the background music. Magnus has solved the "full row" issue, making the blocks disappear. Jonathan keeps struggling with the settings state.

Andreas will keep working with the high score class, and Linus will start working on the ThemeHandler along with his other stuff.

### 4. From previous meetings, solved issues, e. t. c.

Magnus has solved the "full row" issue. Cortege is over, which means that we have to work really hard the last weeks.

### 5. Discussion items (35 min)

How should the different levels differ from each other?

We are going to have two different levels, easy and hard. In the easy mode the tetrominoes will fall like "sand", meaning that each piece will fall until it hits the bottom or another tetromino. In the hard mode the tetrominoes will act more like a full piece, meaning that the whole piece stops when any of the squares collide with another.

How should the different themes differ?

The themes should be Overworld and Underworld, and should differ in color and music.

Overworld theme will be more "happy" looking with exciting energetic music, and the

Underworld theme will be darker and more "evil" sounding. The gameplay will still be the same.

What types of sound effects could be used in the game?

Shot - laser

Pressing button - Zap kind of sound

Game Over - Typical game over signature

Exploding tetromino - Small explosion

Hitting new high score - happy melody

Pausing game - Blip sound

How can the code be re-factored?

The mouseover images can be removed, and we'll use a String value. When the mouse pointer is over the image, it should call a method putting "hover" after the string. Since the images are named the same name (with hover), it should work all over the program.

#### **6. Outcomes and assignments (5 min)**

Andreas - Keep working on the high score class and send Joachim a message if he gets any problem.

Magnus - Keep working on the BlockBox and erase all the small bugs.

Jonathan - Finish the Settings class.

Linus - intro sequence, music, sound effects, ThemeHandler

#### **7. Wrap up**

1. NA
2. Next meeting will take place 4/5 2012